SKYRIDER—Game Objective:-

You control a number of remote fighter crafts (nicknamed "Skyrider"), flying over unmanned alien longcruisers circling the Earth. Each longcruiser is emitting deadly thermo-nuclear radiation towards the Earth's surface ... they must be destroyed.

Your Objective is this. Destroy ALL deck targets then get off the longcruiser before it is too late ... sounds simple? It isn't. Firstly the deck of each longcruiser is littered with hazards, tall structures that need to be avoided, deadly homing spacemines, force fields, not to mention swarms of alien fighters releasing harmful "floaters". Floaters are not as deadly as spacemines and fortunately the Skyrider has a protective shield to withstand a number of hits, but each hit depletes the shield strength until it eventually collapses. But it doesn't end there, time is not on your side. The Earth can not withstand continuous exposure to radiation, your radiation level is constantly monitored. When the level is red you are running out of time, when the indicator starts to pulsate and the warning siren sounds, you have only 10 to 15 seconds to finish the job and get the hell off that ship. Should you fail, ALL life is lost, the game is over.

SKYRIDER—Playing Instructions:

To load Skyrider from disk, insert disk A in drive A then press the reset button on your Atari*. Wait for the prompt, then insert disk B into drive A. Leave disk B in the drive while the game is playing as the disk is continually accessed.

Press fire button to start the game. To control the Skyrider remote crafts, use a joystick in port 1 (the non-mouse port). Up/Down moves the ship in appropriate direction, and left/right switches flight direction and controls acceleration/deacceleration. The fire button activates the neo-thermal transducent light energuns (lasers to you) to blast the cannon fodder out of the stratosphere.

When all ground targets have been destroyed you must fly off the front (right-hand side) of the longcruiser. Anything with a shadow is a tall structure so do your best not to fly into any of them!
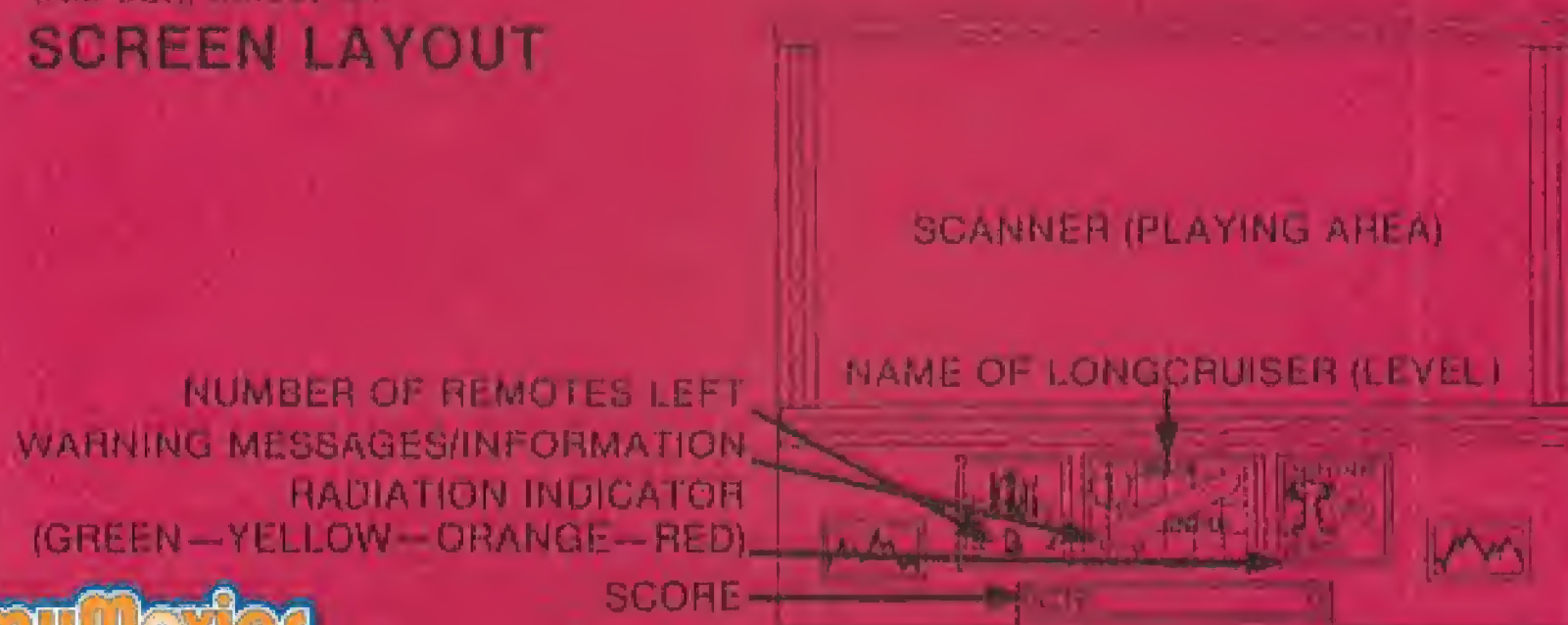
There are also 4 keys:-

'P' — Pauses game until any key is pressed again

'Esc' — Aborts current game (connected to an incendiary self destruct mechanism—nobody aborts one of my games and gets away with it!)

'I' — Toggles inertia on/off. When you move the craft up/down it can be set to respond to inertia which gives the movement a more realistic feel—but its harder to control. If you find the game too easy (fat chance), use this option.

'M' — Toggles Music on/off

You will obtain one extra Skyrider for every 50,000 points scored, be warned—you WILL need them!

When the game is over and you have obtained a high score, you will be invited to enter your name for the high-score table. To do this, use joystick and fire button to select letters (max. 10). When finished select /. To cancel a letter (rub-out), select <.

SCREEN LAYOUT

SCANNER (PLAYING AREA)

NAME OF LONGCRUISER (LEVEL)

NUMBER OF REMOTES LEFT
WARNING MESSAGES/INFORMATION
RADIATION INDICATOR
(GREEN—YELLOW—ORANGE—RED)
SCORE

PROTECTION TABLE

	0	1	2	3	4	5	6	7	8	9